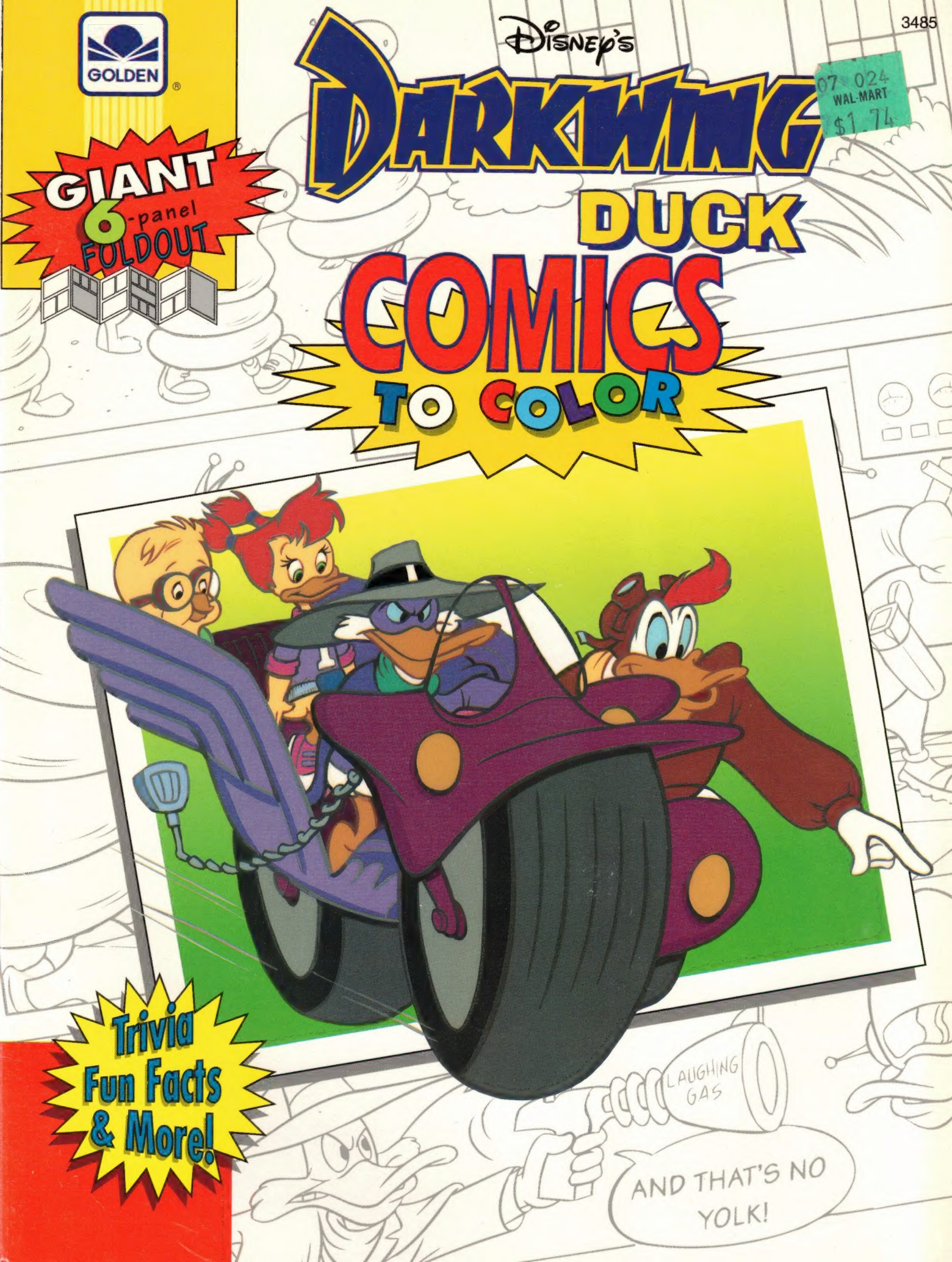
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Disney's
DARKWING DUCK
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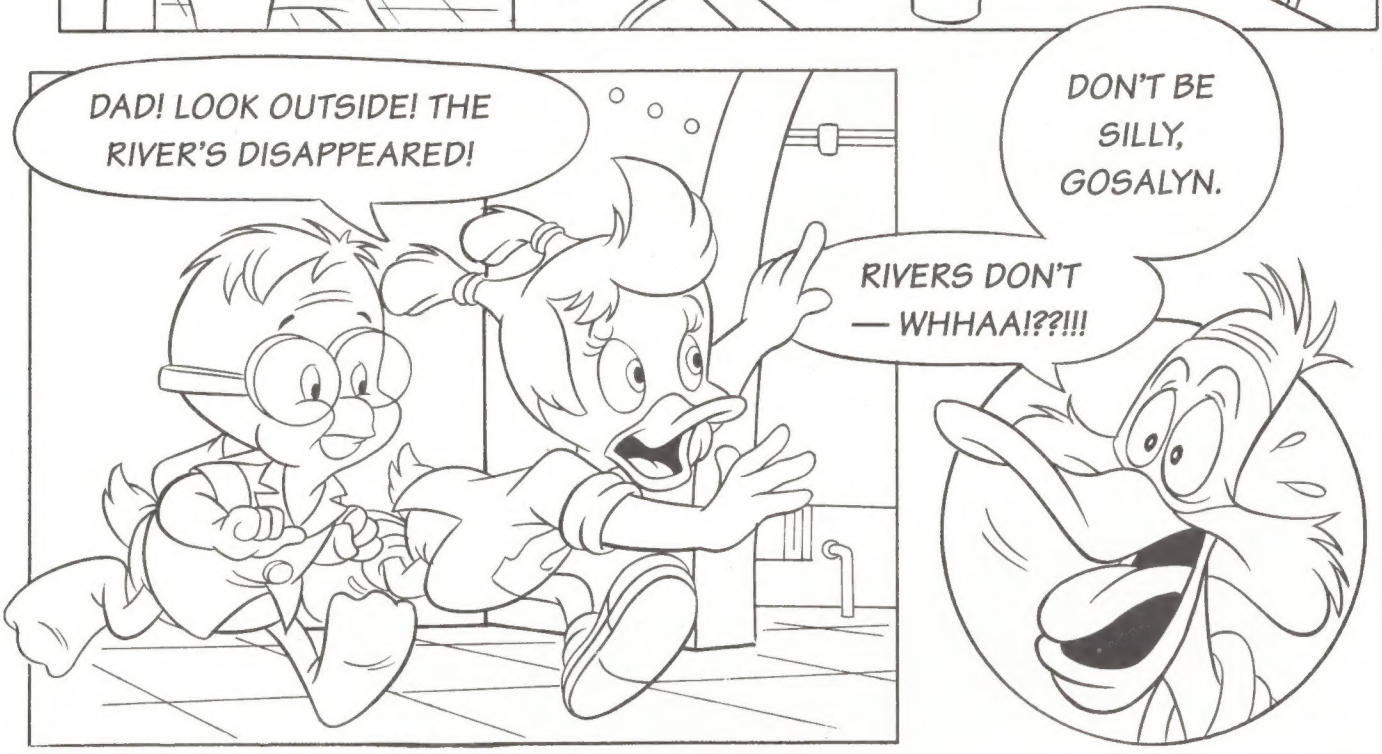
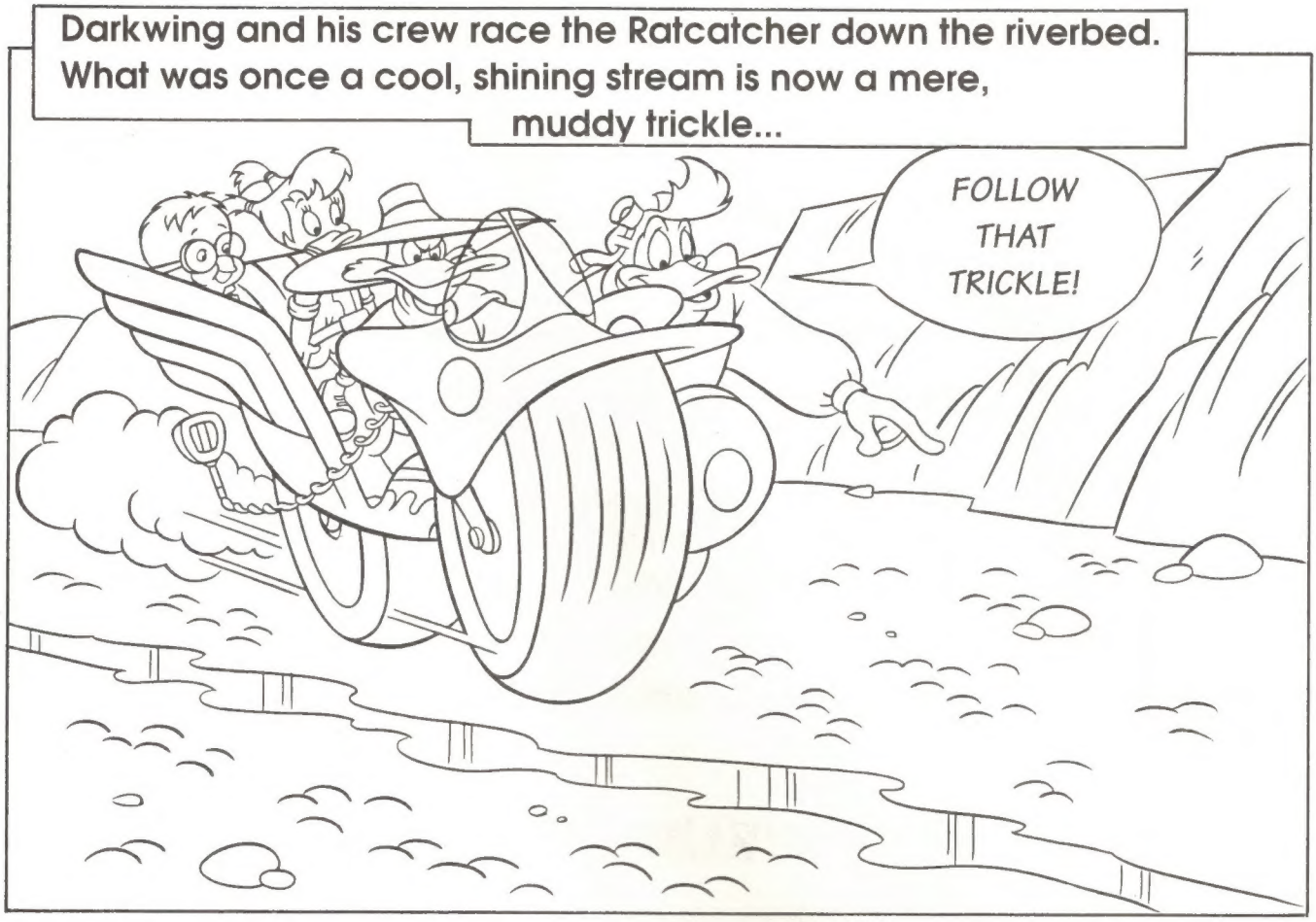
Trivia Fun Facts & More!
LAUGHING GAS
AND THAT'S NO YOLK!

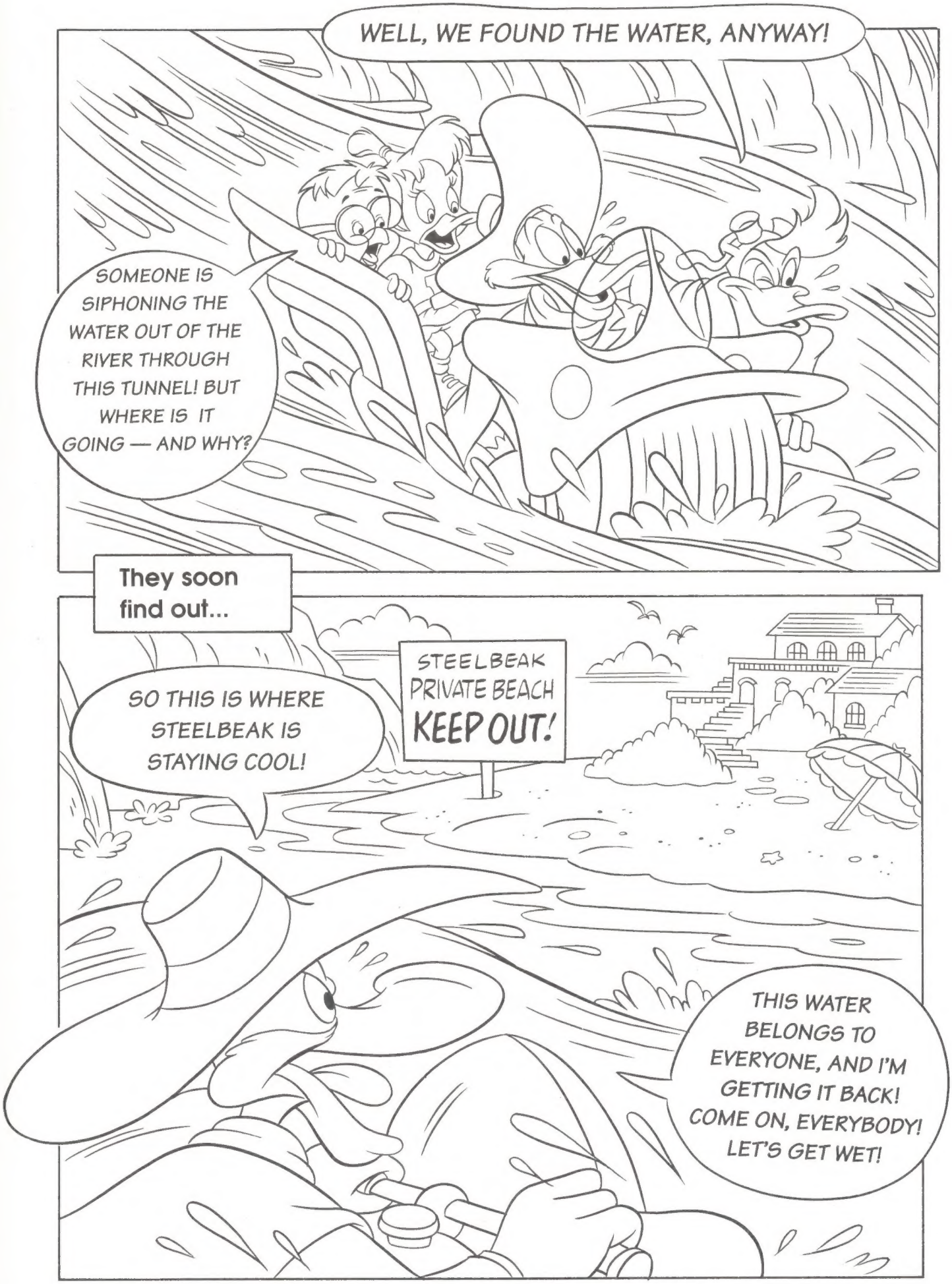
Disney's DARKWING DUCK

in High 'n' Dry

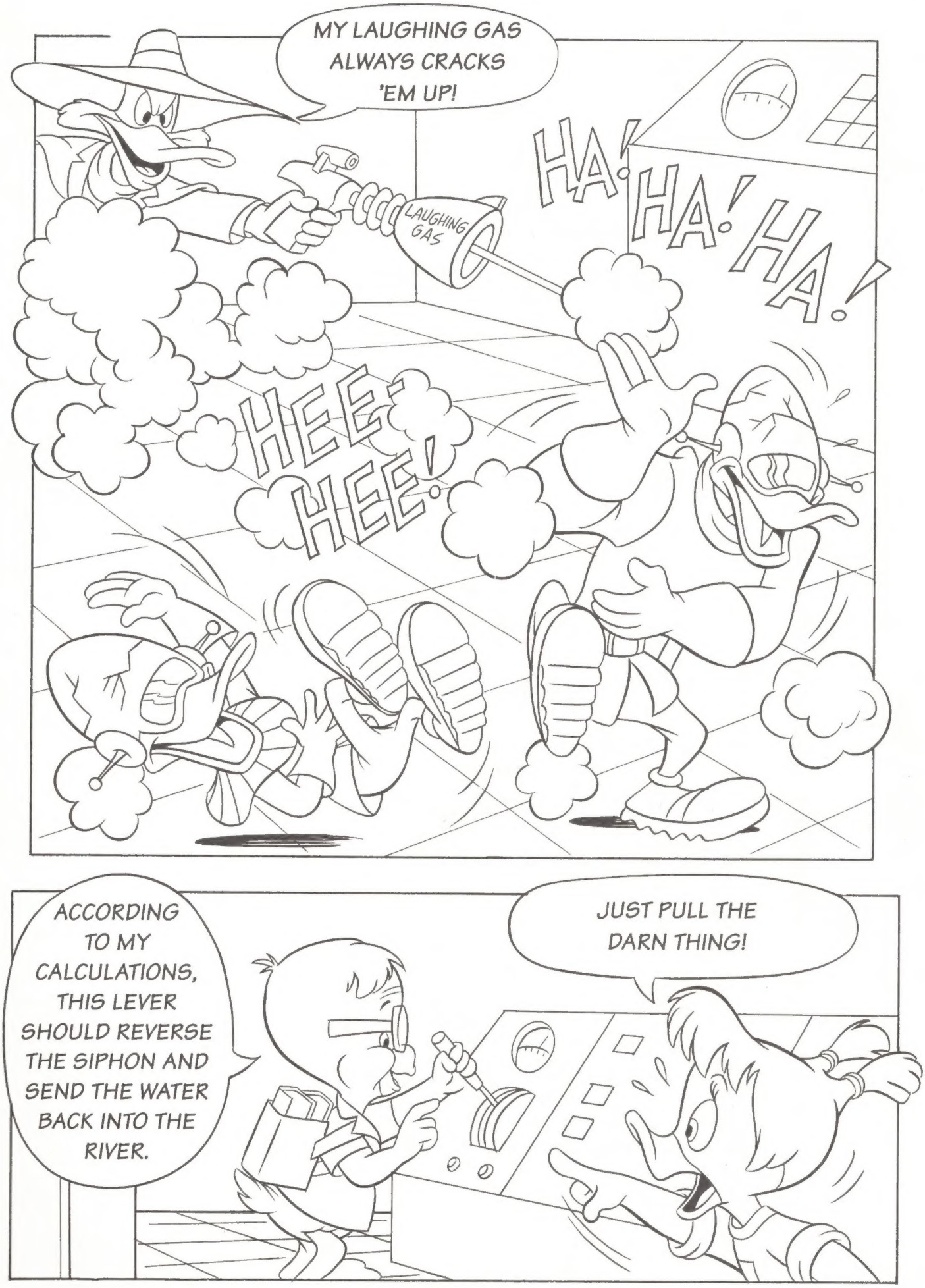



Darkwing and his crew race the Ratcatcher down the riverbed. What was once a cool, shining stream is now a mere, muddy trickle...
FOLLOW THAT TRICKLE!

Suddenly, they come to a huge hole.
AAAAAAAAAH!
HANG ONTO YOUR WATER WINGS! WE'RE GOING IN!


WELL, WE FOUND THE WATER, ANYWAY!
SOMEONE IS SIPHONING THE WATER OUT OF THE RIVER THROUGH THIS TUNNEL! BUT WHERE IS IT GOING — AND WHY?
They soon find out...
STEELBEAK PRIVATE BEACH KEEP OUT!
SO THIS IS WHERE STEELBEAK IS STAYING COOL!
THIS WATER BELONGS TO EVERYONE, AND I'M GETTING IT BACK! COME ON, EVERYBODY! LET'S GET WET!

Disguised as water toys, the fearless foursome cross the beach...
WATER CONTROLS
DANGER
...and enter the Water Control Room.
STICK 'EM UP, OR I'LL SHOOT!
LAUGHING GAS
AND THAT'S NO YOLK!


MY LAUGHING GAS ALWAYS CRACKS 'EM UP!
LAUGHING GAS
HA! HA! HA!
HEE! HEE!
ACCORDING TO MY CALCULATIONS, THIS LEVER SHOULD REVERSE THE SIPHON AND SEND THE WATER BACK INTO THE RIVER.
JUST PULL THE DARN THING!

When Honker pulls the lever, the water rushes back through the tunnel and into the river...

WHOOSH!

LOOKS LIKE I PULLED YOUR PLUG THIS TIME, STEELBEAK!

Our friends take the next day off...

GOSH, I FEEL GREAT! WE ACTUALLY SAVED THE RIVER!

YES, WE MADE QUITE A SPLASH! AND BEST OF ALL— STEELBEAK IS SITTING HIGH 'N' DRY IN JAIL!

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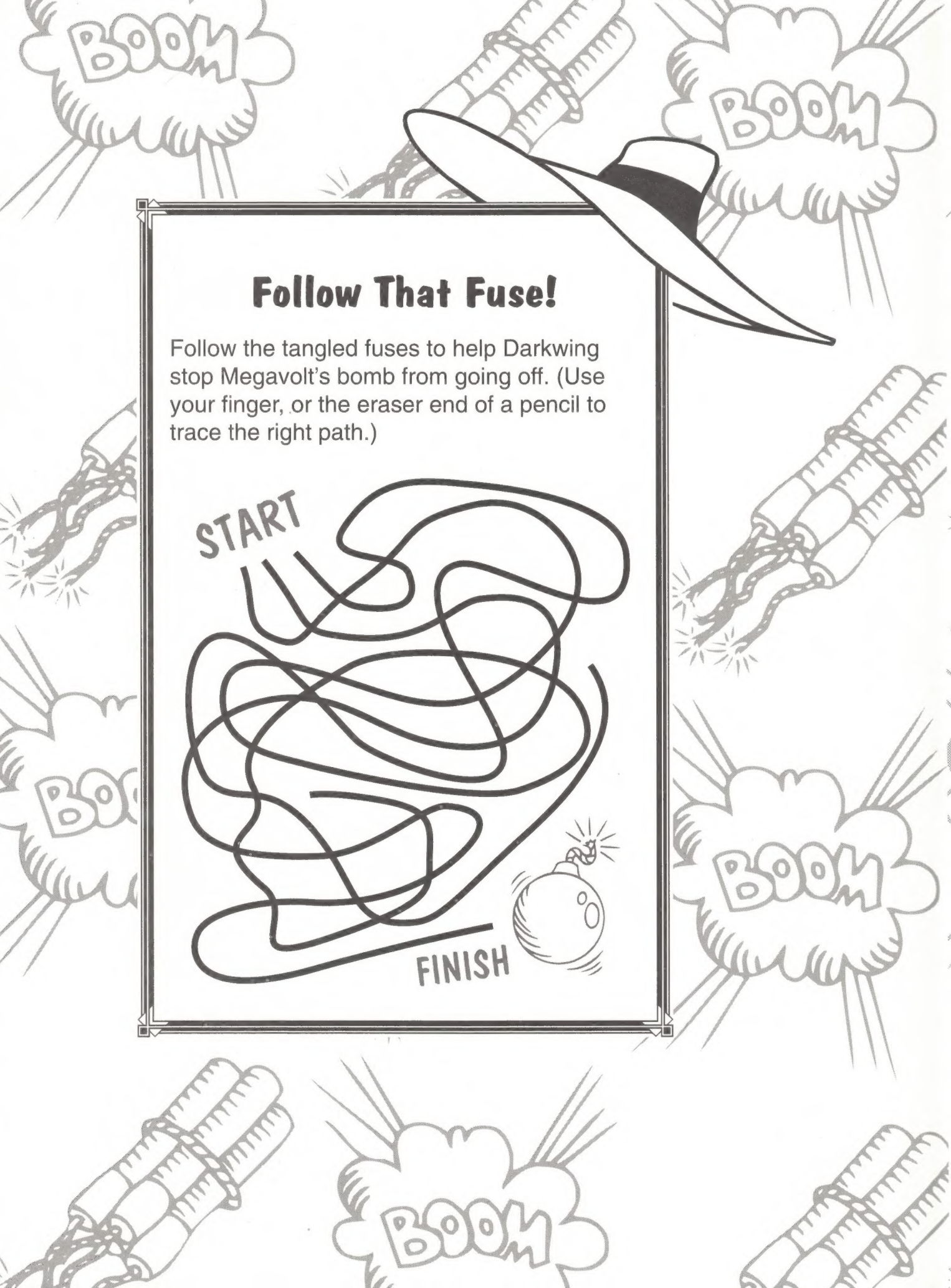
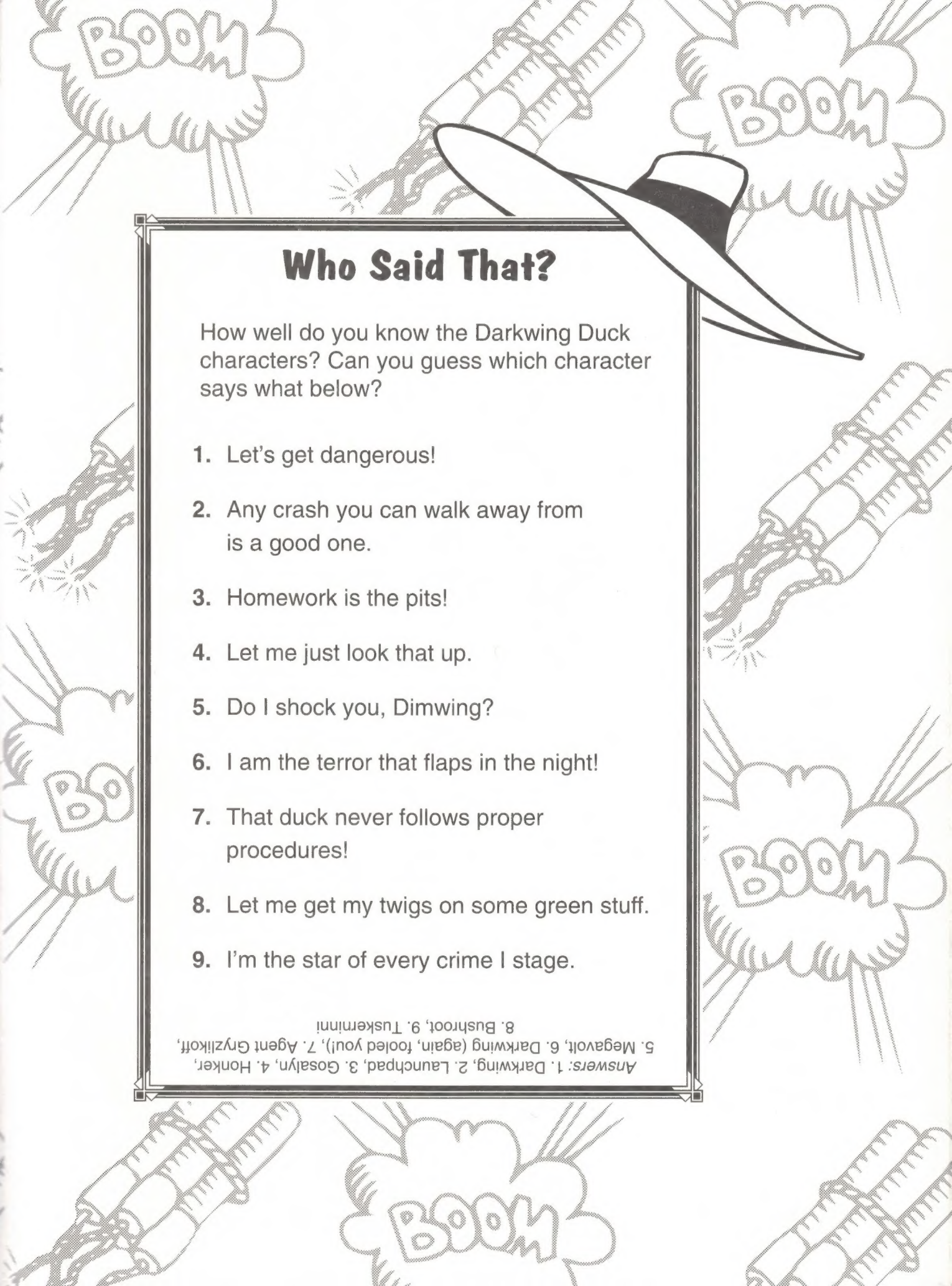
The End



Follow That Fuse!

Follow the tangled fuses to help Darkwing stop Megavolt's bomb from going off. (Use your finger, or the eraser end of a pencil to trace the right path.)



Who Said That?

How well do you know the Darkwing Duck characters? Can you guess which character says what below?

1. Let's get dangerous!
2. Any crash you can walk away from is a good one.
3. Homework is the pits!
4. Let me just look that up.
5. Do I shock you, Dimwing?
6. I am the terror that flaps in the night!
7. That duck never follows proper procedures!
8. Let me get my twigs on some green stuff.
9. I'm the star of every crime I stage.

Answers: 1. Darkwing, 2. Launchpad, 3. Gosalyn, 4. Honker, 5. Megavolt, 6. Darkwing (again, fooled you!), 7. Agent Grizzlikoff, 8. Bushroot, 9. Tuskerninni

Mirror Message

Someone has sent Darkwing a secret message. Help him decode it by holding it up to a mirror.

LET'S GET DANGEROUS!

To make your own mirror messages for friends, write all the letters and words backward. Start at the right and work to the left.

Answer: LET'S GET DANGEROUS!

Darkwing's Favorite Rib Ticklers and Riddles

Q. What gives Darkwing the power to see through walls?

A. *Windows*

Q. Who is history's most famous bandit?

A. *Atlas, 'cause he held up the world*

Q. What side of a house does a tree grow on in St. Canard?

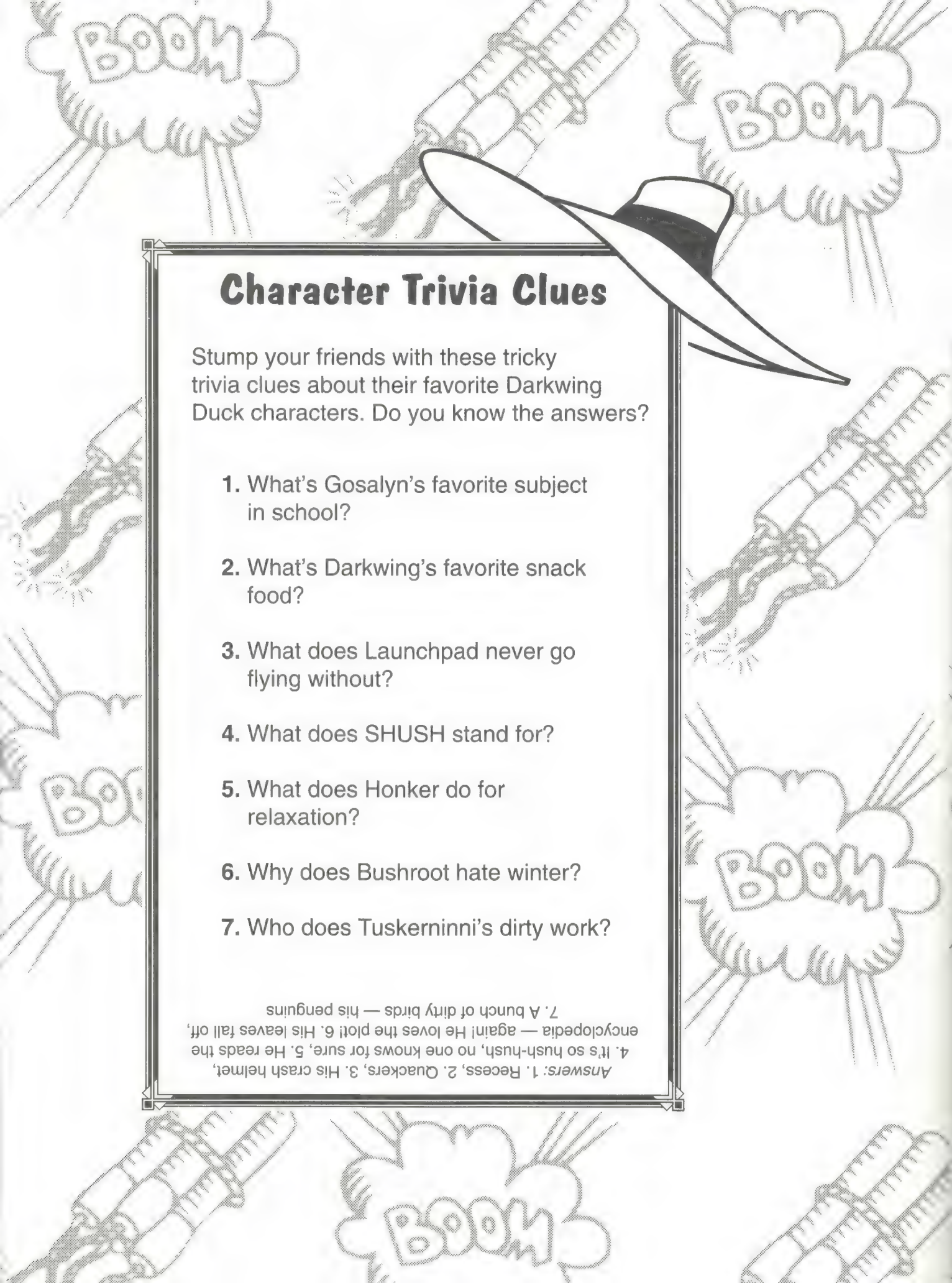
A. *The outside*

Q. What belongs to Darkwing, but other people use it more than he does?

A. *His name*

Q. What goes up in the air white and comes down yellow and white?

A. *Steelbeak's Eggmen*



Character Trivia Clues

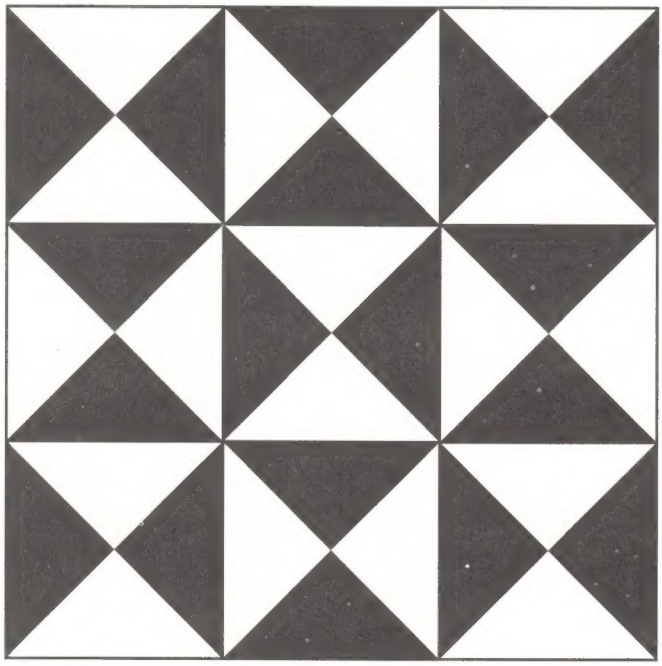
Stump your friends with these tricky trivia clues about their favorite Darkwing Duck characters. Do you know the answers?

1. What's Gosalyn's favorite subject in school?
2. What's Darkwing's favorite snack food?
3. What does Launchpad never go flying without?
4. What does SHUSH stand for?
5. What does Honker do for relaxation?
6. Why does Bushroot hate winter?
7. Who does Tuskerninni's dirty work?

Answers: 1. Recess, 2. Quackers, 3. His crash helmet, 4. It's so hush-hush, no one knows for sure, 5. He reads the encyclopedia — again! He loves the plot! 6. His leaves fall off, 7. A bunch of dirty birds — his penguins

Sharp-Eyed Duck

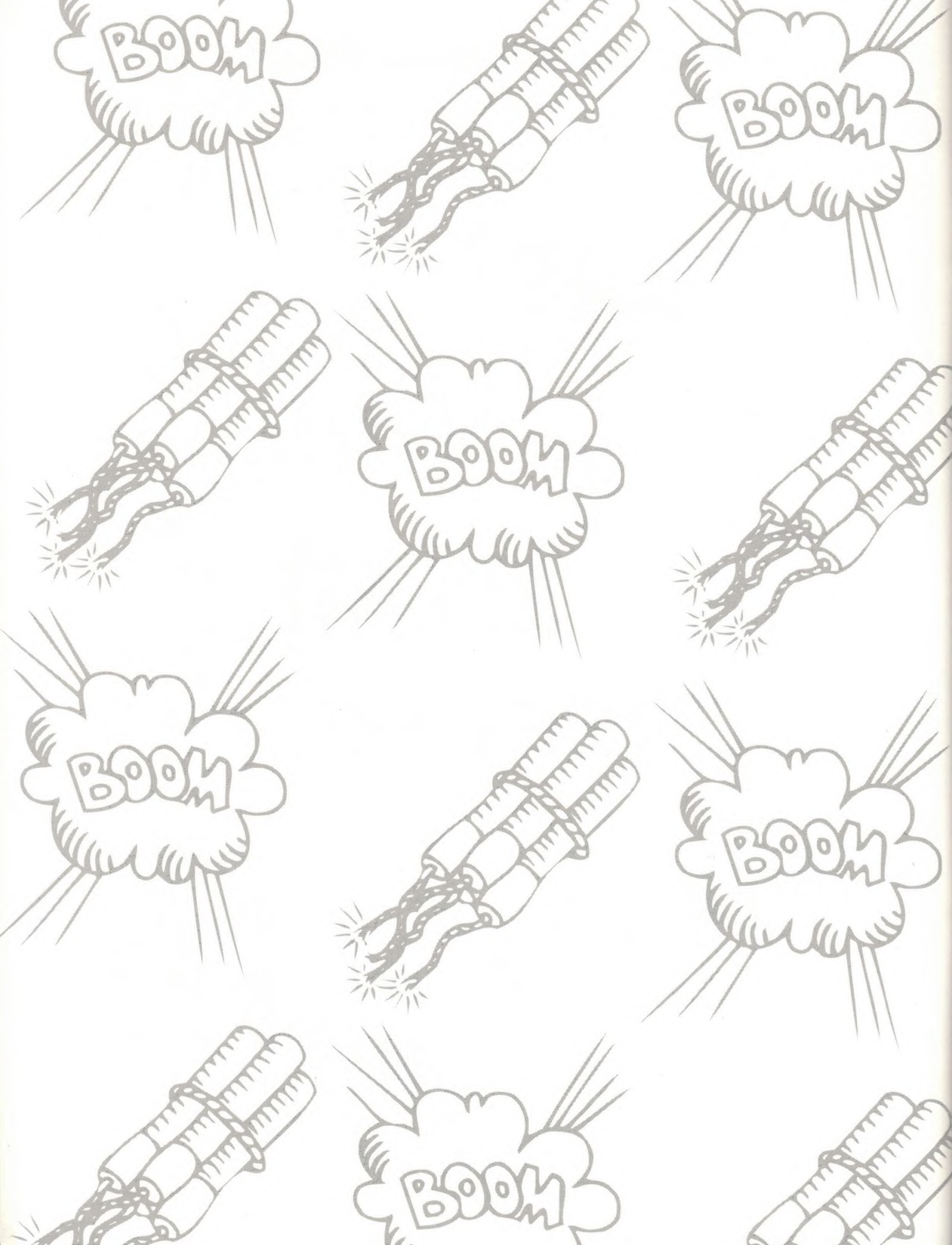
It's hard to trick Darkwing 'cause he's got such sharp eyes! Do you? Find out. How many triangles can you see in this puzzle? If you can count more than 75, you're as sharp-eyed as old DW himself!



Add Your Own Sound Effects

Add some sound effects to your Darkwing Duck comic story by cutting out these sound effects and gluing or taping them where you think they belong in the story. (Make up some more of your own with the blank balloons, if you want.)

To remove the comic strip, carefully tear or cut along fold at staples.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BOOM
BOOM
BOOM
BOOM
BOOM

GOLD KEY™

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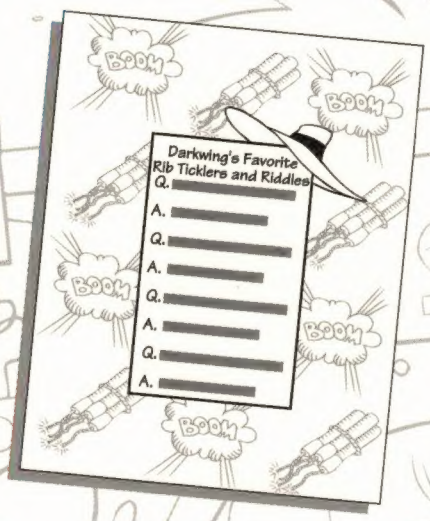

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